

## AMENDMENTS TO THE SPECIFICATION

Please replace the first full paragraph on page 10 with the following amended paragraph:

Redundant data. Instead of sending the same packet several times, data redundancy is achieved by appending old data from previous packets (along with their associated packet sequence numbers) in the payload section of the current data packet. The current payload now contains both current and redundant packet data. Then, the receiving gateway uses the current packet sequence number to determine if there has been a packet loss. If no packet loss has occurred, it uses the data associated with the most recent (i.e., the current) data field (as identified by packet sequence number) in the packet. If the receiving gateway detects that packet loss has occurred, the data ~~fields~~ for the lost packets are retrieved by reading further down in the current packet's payload until the data fields of lost packets (as identified by their packet sequence numbers) are found. Then the data contained in those data fields are read by the gateway. Data redundancy effectively increases the network bandwidth, though the actual data from the modem is a small part of the overall packet size. For instance , in a 2400bps modem with a 10msec VIF size, the data size is 3 bytes and the header size is 48 bytes per network packet. Adding in additional 3 byte data ~~field~~ fields will not increase the overall packet size by a significant amount based on a percentage of the total size. The amount of redundant data fields contained in each packet is configurable.